

# alternate REALITY<sup>®</sup>

## The City

The Ultimate Role-  
Playing Fantasy Game



APPLE II<sup>®</sup>  
SERIES  
64 K  
DISK

# Datasoft<sup>®</sup>



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## The City

One brave traveler to 'The City of Xebec's Demise' left this brief record for the unsuspecting souls he knew would follow him through the Floating Gate.

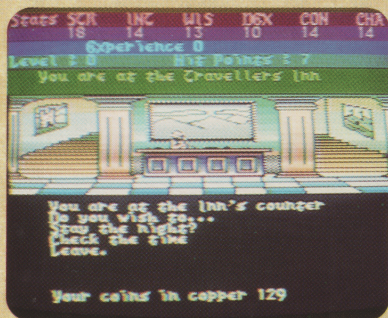


### Day Three

I never believed in extraterrestrial life before this. But, judging from what I've seen, there are myriads of inhabited planets in the universe. Earth isn't the only world that's been plundered by the strange ship that brought me here.

The night sky is most curious. Nothing looks familiar. There are stars, but none I recognize. I hear the same story from others. Perhaps we're in another Solar System altogether!

I found out quickly that it's not good to wander around alone after dark. There are many lifeforms whose intentions are unquestionably evil. Fortunately, I had enough money to check into an Inn.







## Day Ten

I picked up a cursed sword today and was in an awful state. I finally located the Thieves' Guild and, for a fee, they removed the curse.

One of the Guild members said my sword was very nice, but I didn't seem to have much fighting knowledge. He recommended I get some training at a Weapons School.

## Day Fifteen

I'm glad I haven't lied to or cheated anyone since I've been here. Word gets around pretty fast. In a Tavern today, I spoke to another newcomer. He told me fantastic stories about his adventures here. I was taking it all in, when the Tavernkeeper called me to one side and cautioned me. He said the man was already known in The City as a liar and that I'd do well not to believe everything I was told. He said an honest man would prove himself.



## Day Twenty

This place is full of stories and legends. There are tales of dragons, demons, and other beasts that live in caverns beneath The City. One creature I've heard a lot about is the Night Stalker. No one I've spoken to has seen it, but everyone agrees that it's a horrible, powerful beast that prowls the streets at night.

Today I met a man I'll never forget. He had no physical strength, but possessed incredible charm. I think he was a very wise man. He gave me a riddle he said will help me gain my freedom:

*Closest to is farthest from,  
lest with you've brought that which to come.  
Past this you need not know a thing,  
save where to go...you've what to bring.*



Cat. No.  
1445

**allernarc**

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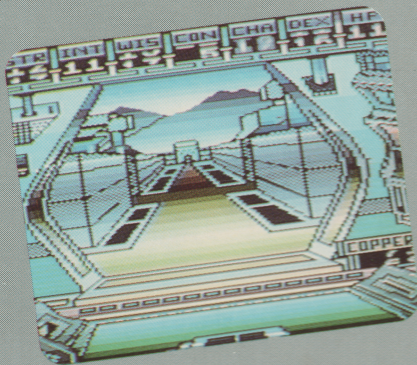
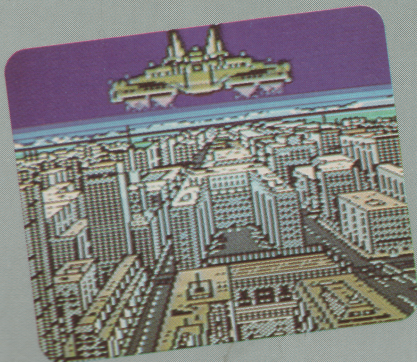
## The City

Kidnapped by an alien spaceship, you find yourself in a room with only one exit. Through this opalescent doorway is The City of Xebec's Demise. Overhead is a panel displaying constantly-changing numbers. At the moment you pass through, the numbers freeze. Whatever levels of Stamina, Charm, Strength, Intelligence, Wisdom, Skill, and Wealth you begin your adventure with are determined at this point.

Mystery and danger await you in the maze of streets. Be wary; not everyone is friendly! Eat and drink in taverns, where clues are often found in the hearty songs you hear. Battle deadly enemies, uncover marvelous treasures, and learn dark secrets.

The sun sets and rises, rain falls, and secret doors lead you into unexpected perils. You must improve yourself physically, mentally, morally, and financially in order to reach your goal: return to Earth or seek revenge on your abductors.

- Features:
- role-playing fantasy game
  - original music
  - three dimensional scrolling
  - combined keyboard and joystick action



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# Datasoft<sup>®</sup>

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